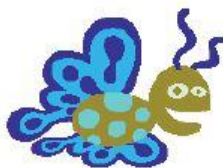
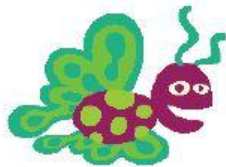
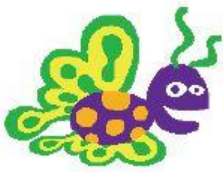


Change COLOR

Press a key to change the color of a sprite.



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SCRATCH

Change COLOR



GET READY



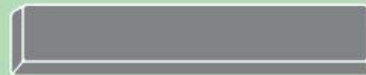
Paint a new sprite.

Or, choose one from a folder.

TRY THIS CODE



DO IT!



Press the space bar to change colors.

EXTRA TIP



The more colors in the sprite, the more changes you will see. (If the sprite is all black, the color change will be subtle.)

Move to a Beat

Start dancing to a drum beat.



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SCRATCH

Move to a Beat



GET READY



Choose a dancer or other image.

TRY THIS CODE



Click to choose a drum sound.

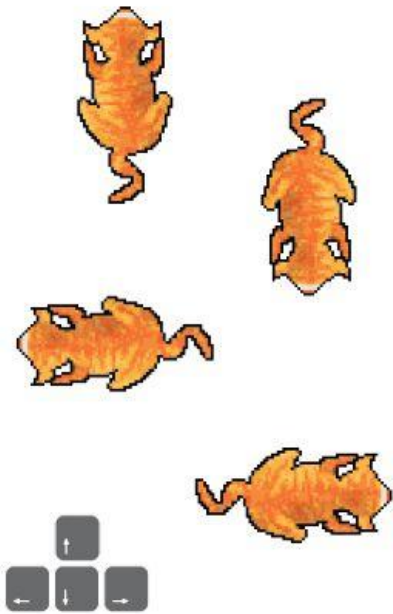
DO IT!



Click the green flag to start.

Key Moves

Use the arrow keys to move your sprite.



Key Moves



TRY THIS CODE

```

when up arrow key pressed
point in direction 0
move 10 steps

when down arrow key pressed
point in direction 180
move 10 steps

when left arrow key pressed
point in direction -90
move 10 steps

when right arrow key pressed
point in direction 90
move 10 steps

```

DO IT!



Press the arrow keys to move!

EXTRA TIP



rotate all around

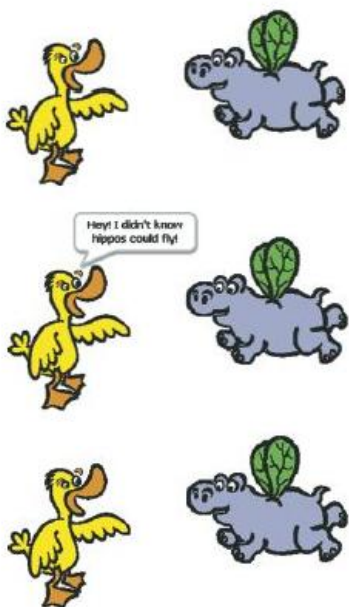


just flip left-right

Does your sprite look upside-down? You can change its rotation style.

Say something

What do you want your sprite to say?



Say something



GET READY



Select a sprite. Type in a name for your sprite.

TRY THIS CODE

```

when duck clicked
say Hey! I didn't know hippos could fly! for 2 secs

```

Type in any words.

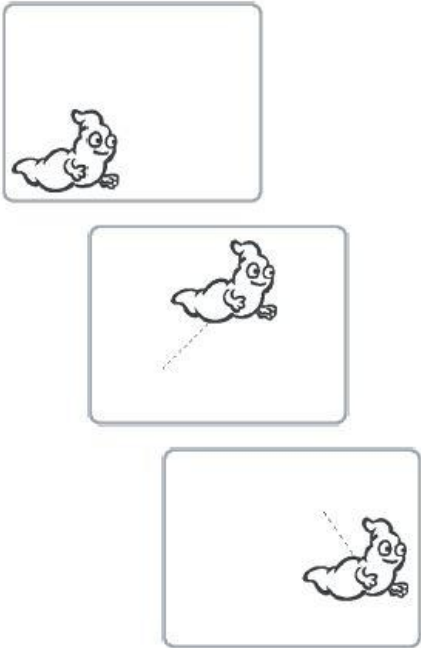
DO IT!



Click on the sprite to start.

Glide

Move smoothly from one point to another.



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SCRATCH

Glide



GET READY



Import a costume,
Or, paint your own.

TRY THIS CODE

```

when green flag clicked
  glide 1 secs to x: 20 y: 80
  glide 1 secs to x: 10 y: -20
  glide 2 secs to x: -110 y: -100
  
```

Try different numbers.



Click the green flag to start.

DO IT!

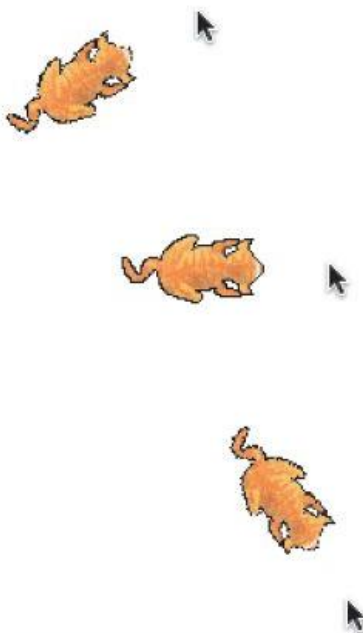
EXTRA TIP



Look here to find a
sprite's x and y position.

Follow the Mouse

Follow the mouse pointer.



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SCRATCH

Follow the Mouse



GET READY



Choose the cat or
another costume,

TRY THIS CODE

```

when green flag clicked
  forever loop
    point towards mouse-pointer
    move 3 steps
  
```



Click the green flag to start.

DO IT!

Dance Twist



Play a sound clip and do a body twist.



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SCRATCH

Dance Twist



GET READY

New sprite:



Choose an image of a person ready to dance.

Scripts

Costumes

Sounds

New sound:

Record

Import

Record or import a sound clip. Keep it short!

TRY THIS CODE

```

when w key pressed
  play sound dance sample
  set whirl effect to 50
  wait 0.25 secs
  set whirl effect to 0
  wait 0.25 secs

```

Choose whirl from the menu.

DO IT!

W

Press the key to start.

Interactive Whirl

Whirl a photo by moving the mouse.



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SCRATCH

Interactive Whirl



GET READY

New sprite:



Choose the squirrel or other photo to whirl.

TRY THIS CODE

```

when clicked
  forever
    set whirl effect to mouse x

```

Insert MOUSE X block here.

Choose whirl from the menu.

DO IT!



Click the green flag to start.

EXTRA TIP

Notice how the numbers change as you move the mouse.

x: 178 y: -149

Animate It

Make a simple animation.



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SCRATCH

Animate It



GET READY



Copy a costume.

Edit the new costume (in the paint editor) to make it look different.

TRY THIS CODE



DO IT!



Click the green flag to start.

Moving Animation

Animate a character as it moves.



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SCRATCH

Moving Animation



GET READY



Import a pair of costumes to animate.

TRY THIS CODE



EXTRA TIP



rotate all around



just flip left-right

Does your sprite look upside-down? You can change its rotation style.

Surprise Button

Make your own button.



Surprise Button



GET READY

New sprite:



Choose "drum1" from the "Things" folder.



You can change the name of your sprite.

TRY THIS CODE

```

when drum button clicked
change color effect by 25
play drum pick random 35 to 81 for 0.2 beats
change color effect by -25
    
```

Find the block that includes your sprite's name.

Insert the PICK RANDOM block.

DO IT!



Click to see (and hear) what it does.

Keep Score

Add a scoreboard to your game.

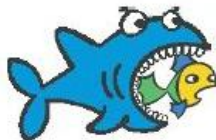
score 0



score 0



score 1



Keep Score

score 1



GET READY



Go to Variables

Click **Make a variable**

Make a variable

Type "score" for the variable name and then click OK.

TRY THIS CODE

```

when clicked
set score to 0
forever
turn pick random -30 to 30 degrees
move 5 steps
if touching small fish
change score by 1
play sound champ until done
move -100 steps
    
```

Use the pull-down menu to select the sprite you're chasing.

Increases the score by 1.

DO IT!



Click the green flag to start.